

What is claimed is:

1. A method for testing a computer system to be operated in a multi-computer environment, comprising:

executing server code at a computer system under test;
executing client code at said computer system under test; and
calculating performance data for said computer system under test.

2. The method of claim 1 further comprising:

tracking an execution time for each of said threads by a processor in said computer system under test; and
tracking a number of transactions completed between the execution of server code and the execution of client code wherein said performance data is based on said number of transactions completed over a period of time.

3. A method for testing a computer system to be operated in a multi-computer environment, comprising:

executing server code at a computer system under test according to a multicomputer communication protocol;
executing client code on said computer system under test according to said multicomputer communication protocol; and
calculating performance data for said computer system under test operating as one of a server and a client.

4. The method of claim 3 wherein said server code and client code includes a number of threads, the method further comprising:

tracking an execution time for each of said threads by a processor in said computer system under test.

5. The method of claim 4 wherein said multicomputer communication protocol defines transactions between said server and said client, the method further comprising:

tracking a number of transactions completed between the execution of server code and the execution of client code.

6. The method of claim 5 wherein said performance data is based on said number of transactions completed over a period of time.

7. The method of claim 6 wherein said performance data is based on said number of transaction completed over said period of time modified by a scaling factor.

8. The method of claim 7 wherein said scaling factor is a total execution time for both client and server threads divided by one of an execution time for said server threads and an execution time for said client threads.

9. A set of instructions residing in a storage medium, said set of instructions capable of being executed by a processor to implement a method for testing a computer system to be operated in a multi-computer environment, the method comprising:

executing server code at a computer system under test;
executing client code at said computer system under test; and
calculating performance data for said computer system under test.

10. The set of instructions of claim 9, the method further comprising:

tracking an execution time for each of said threads by a processor in said computer system under test; and

tracking a number of transactions completed between the execution of server code and the execution of client code wherein said performance data is based on said number of transactions completed over a period of time.

11. A set of instructions residing in a storage medium, said set of instructions capable of being executed by a processor to implement a method for testing a computer system to be operated in a multi-computer environment, the method comprising:

executing server code at a computer system under test according to a multicomputer communication protocol;

executing client code on said computer system under test according to said multicomputer communication protocol; and

calculating performance data for said computer system under test operating as one of a server and a client.

12. The set of instructions of claim 11 wherein said server code and client code includes a number of threads, the method further comprising:

tracking an execution time for each of said threads by a processor in said computer system under test.

13. The set of instructions of claim 12 wherein said multicomputer communication protocol defines transactions between said server and said client, the method further comprising:

tracking a number of transactions completed between the execution of server code and the execution of client code.

14. The set of instructions of claim 13 wherein said performance data is based on said number of transactions completed over a period of time.

15. The set of instructions of claim 14 wherein said performance data is based on said number of transaction completed over said period of time modified by a scaling factor.

16. The set of instructions of claim 15 wherein said scaling factor is a total execution time for both client and server threads divided by one of an execution time for said server threads and an execution time for said client threads.

17. A computer system under test to be operated in a multi-computer environment, comprising:

a processor to execute server code and client code at said computer system under test according to a multicomputer communication protocol, said computer system uner test to

calculate performance data for said computer system under test operating as one of a server and a client.

18. The computer system of claim 17 wherein said server code and client code includes a number of threads, and the computer system under test is to track an execution time for each of said threads by said processor.

19. The computer system of claim 18 wherein said multicomputer communication protocol defines transactions between said server and said client, and the computer system under test is to track a number of transactions completed between the execution of server code and the execution of client code.

20. The computer system of claim 19 wherein said performance data is based on said number of transactions completed over a period of time.

21. The computer system of claim 20 wherein said performance data is based on said number of transaction completed over said period of time modified by a scaling factor.

22. The computer system of claim 21 wherein said scaling factor is a total execution time for both client and server threads divided by one of an execution time for said server threads and an execution time for said client threads.